

BRIANNA SHARPE

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EDUCATION

COMPUTER SCIENCE, B.S — CALIFORNIA STATE UNIVERSITY FULLERTON

MAY 2021

- **Relevant Coursework:** Software Engineering, Software Design, Software Architecture, Software Process, Web Front-End Engineering, Web Back-End Engineering
- **GPA:** 3.5/4.0

SKILLS

Languages: HTML, CSS, SCSS, JavaScript

Frameworks/Libraries: React

Tooling/Software: Visual Studio Code, Git, Figma

Platforms: Windows, Linux (Ubuntu)

PROJECTS

BRIANNASHARPE.DEV — SCSS, React

A website to showcase one's skills, projects, and who they are as a professional

- Adapts to various devices and has a dark mode option to suit user preference

ARCHIVED — Bootstrap, Express, MongoDB

Shopping web app for secondhand books (team project)

- Prototyped designs using Figma and implemented the home and search pages
- Integrated Google Books API for book data across the site
- Conceptualized and created a vector logo in Adobe Illustrator

QUICKBOARD — HTML, CSS, Python, Flask, Docker

Web app for creating lists (team project)

- Designed and developed a simple user interface

PLANIT — Dart, Flutter, Firebase

Mobile app for managing tasks and tracking assignments, including other features such as weather updates, study timer, and file uploads (team project)

- Led a team of 5 developers as the project manager
- Defined project scope, managed deadlines and documentation, ensured project delivery
- Conceptualized and created a vector logo in Adobe Illustrator